

# Josephine - Portrait of an Assassin



Tech Manual and Mission Briefings





# WELCOME TO THE FOUNDATION



## FANCIUS LATINUS MOTTOUS

We are a government agency that you will never hear about outside these walls. We spy on spies, we terrorize terrorists and we clean up after politicians.

As a Foundation operative you will be fully trained in all aspects of covert operations. You will be trained to use communications and surveillance equipment, electronic tracking devices and weapons. You will also be trained in stealth movements and disengagement tactics.

You will be provided with instructions for your missions on encrypted compact disks. These disks are self-terminating and are only playable on the specialized CD player in the vehicle issued to you.

We will have a com-link with you at all times during your missions should you require further instructions. Communications will be made through a two-way subcutaneous micro-transmitter/receiver implanted just behind your left ear.

You have also been fitted with an identification bracelet which allows us to track your movements. The bracelet contains several cyanide-filled micro-hypodermics. Any attempt to remove the bracelet will trigger the hypodermics. The bracelet is also keyed to the mission timer. Should you exceed the time limit given for any mission or decide to leave us prematurely, the timer will soon expire and that will be the end of you.

Let's see if we can put your "talents" to good use. Once you've completed your training, proceed to the mission briefing room. Good luck, you'll need it.

Recruiting Director SA-19 / Controller ID # 47AX3-V







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# Setup and Installation

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## Windows95(tm) Version

1. Insert the Josephine CD into your CD-ROM drive

This should bring up the Josephine install program.

If the install program does not start up automatically:

1.1 Start up an Explorer and go to your CD-ROM drive

1.2 Double click on setup.exe

2. Follow the instructions in the setup program

Note: If you install the Windows95 version you will be asked if you would like to install **Directx** and **WinG**

**Directx** is a set of high speed drivers developed by Microsoft(tm) to improve game performance under Windows95. Josephine needs these drivers to run.

**WinG** is a high speed graphics library from Microsoft. Josephine uses WinG to accelerate it's graphics displays.

If you don't have these installed on your system be sure that these items are selected.

3. Once the install program is finished copying all the required files to your hard drive it will automatically start up the install programs for **WinG** and **Directx**. Make sure that you complete the WinG install before completing the Directx install (you will have to reboot after the Directx install and this will, of course, kill any other applications that are running).

4. Once your system has restarted double click on the Josephine icon to start the game or on the GBP icon to start the builder. Enjoy!



## Windows 3.1 Version

1. Place CD in CD-ROM drive
2. Open File Manager and select you CD-ROM drive
3. Double click on the setup.exe file

This should cause the Josephine install program to come up

4. Follow the instructions in the setup program

Note: If you install the Windows 3.1 version you will be asked if you would like to install **Indeo&Video for Windows** and **WinG**

Indeo is a format used to display live action video on your computer. Josephine needs this in order to display the game's video clips.

WinG is a high speed graphics library from Microsoft. Josephine uses WinG to accelerate it's graphics displays.

If you don't have these installed on your system be sure that these items are selected.

### Important...

5. Once the setup program has completed you will see a program group that contains the following items:

**Josephine, Josephine Mission Editor, Indeo&Video for Windows Install and WinG Install.**

5.1 Double click on the WinG Install Icon to install WinG on your System

5. 2 Double click on the Indeo&Video for Windows Install to install Indeo on your system. Note: Once this is done you will be asked to restart your system.

6. Once your system has restarted double click on the Josephine icon to start the game or on the GBP icon to start the builder. Enjoy!



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# Controls

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|                     |                          |
|---------------------|--------------------------|
| Quit/Pause/Skip     | Esc                      |
| Movement            | Arrow Keys/Mouse         |
| Slide Sideways      | Shift                    |
| Jump                | A                        |
| Duck                | Z                        |
| Look Up             | Page Up                  |
| Look Down           | Page Down                |
| Zoom In             | Ins                      |
| Zoom Out            | Del                      |
| Weapons             | Numbers 1-7 or Caps Lock |
| Instructions        | Q                        |
| Map                 | M                        |
| Transparent Map     | T                        |
| Objectives          | O                        |
| Push Doors/Buttons  | Space                    |
| Shoot               | Ctrl                     |
| Floors/Ceilings     | F1                       |
| Full Screen Mode    | F2                       |
| Sound On/Off        | F3                       |
| Music On/Off        | F4                       |
| Cross-hairs         | F5                       |
| Movement Resolution | F6                       |



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# GAMEPLAY

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Josephine can be played using either the mouse or the keyboard (we think that you'll prefer the latter). All key functions are listed on the following pages.

Some general tips to get you started include :

- Press 'F2' to play in full screen mode.
- Use the 'Shift' and arrows keys to slide around corners.
- Use your map in transparent mode to see the bad guys.  
Press 'M' and then 'T'
- Cycle through available weapons using the 'Caps Lock' key (most, but not all, weapons can be selected this way)
- Press 'Q' a lot for instructions (not that they're always right).
- Press 'Esc' to pause or get to the 'Save Game' dialogue

Besides the key functions, this manual describes the specialized weapons and equipment you'll use, provides missions briefings and shows you how modify the existing levels using the *GBP/3D Lite* level editor.

There are some useful hints in the manual, but if want an "extra advantage" in surviving the game a hint line is available at :

**1-900-288-7846**

Please note that calls cost \$0.95 U.S. per minute, callers must be 18 years of age or older or have their parents permission to call and a touch tone telephone is required. ( U.S. only )

If you require tech support or have comments or suggestions, please call our customer service line at **(613) 727-5788** or write us at ***mediaage@fox.nstn.ca***. If you would like more information about this or any other MediaAge product please call our customer service line, write us or visit our website at ***http://fox.nstn.ca/~mediaage***



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# **SPECIAL EQUIPMENT**

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Besides weapons, you are issued some special equipment to help you complete your missions. This equipment is described below.

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## **Subcutaneous microtransmitter/receiver (MTR)**

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In order for to you to request and receive instructions quietly and without having to use a handheld transmitter, a microtransmitter/receiver (MTR) has been implanted just behind your left ear. Instructions received on the MTR can be heard by you and only you, unless an adversary is listening intently at a range of less than one metre. The MTR can pick up and transmit any request for instructions you might whisper or you can send an automatic prompt for instructions by simply flexing your jaw muscles. Unlike a standard headset the MTR is difficult to confiscate should you be captured and less likely to be damaged in a fire fight (if it is damaged, you've probably just been shot in the head, so it doesn't really matter whether it continues to work or not). Press 'Q' to activate the MTR.

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## **Moving Map / Motion Sensor (MMMS)**

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An upgrade to the moving maps units previously used by Foundation operatives to combat disorientation inside large enemy complexes, the MMMS not only automatically builds a map of the area you explore, but also tracks enemies as they move. Enemies in motion appear in red on the screen and change to yellow once they've been eliminated. The sensor has a limited capability to track enemies behind doors or walls and will display white areas for what it interprets as a doorway or possible opening in a wall. Like any new technology, the MMMS still has a few bugs in it and has been known to give false readings on occasion. Press 'M' to activate the MMMS and 'T' to convert the display to transparent mode which speeds up game play slightly over the standard map (and looks cool).



## **ZOOM Lenses**

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But wait, there's more ! Tired of missing those long range shots ? Can't line up the crosshairs on those distant guards ? Well don't waste another round of ammunition. You need the exciting new Zoom lenses ! Handheld or weapon-mounted, these handy little lenses will let you zoom in on enemies and blow them away before they even know you're there ! This function can also be used to set the perspective in which you prefer to play. Press 'Insert' to zoom in and 'Delete' to zoom out.

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## **FUNCTION KEYS**

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To further customize gameplay experiment with the Function keys to play with or without crosshairs, floors, ceilings, music or sound effects. F2 toggles between full and small screen mode and F6 toggles the movement smoothness through three available settings.

Wombat : A member of the marsupial family, this native Australian mammal is about the size of a badger.

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## **A Quick Note RE : HEALTH**

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### **THERE ISN'T ANY !**

Lots of games let you walk around and pick up health as you go to compensate for the hoards of enemies you have to face. Well, we've still got the hoards, but our programmers are just really mean people. Except for one location in one level, the game contains no health to pick up. (Translation : Run Away ! Run Away !)



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# WEAPONS

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Weapons are selected using the number keys 1 through 7 or by pressing the 'Caps Lock' key which toggles through each available weapon (although some weapons cannot be selected this way; got that Terry ?). Pressing the zero '0' key will put away any weapon currently in hand. Use the 'Ctrl' keys to fire or hold them down to switch to rapid fire on most weapons.

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## HANDGUN

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The standard issue 9 mm, equipped with a silencer, doesn't pack the punch of some of the larger weapons, but it's quick, quiet and the least temperamental of all the weapons available. The high velocity, armour piercing 9 mm ammunition is compact, allowing you to always carry plenty of rounds.

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## UZI

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The classic 9 mm submachine gun, the Uzi allows you to unleash a burst of lethal 9 mm fire from a compact, easy to use package. As with the handgun, ammunition is easy to carry in abundance.

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## THUMPER RIFLE

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Classified as an experimental weapon, the Thumper Rifle will blow away steel gratings, reinforced doors, vehicles and even some walls. The charging cycle required to fire the weapon and the bulk of the ammunition used makes this a difficult weapon to operate. Although not sanctioned by the Foundation for use against human targets, reports of the devastating effects of these weapons, have made Thumpers highly sought after by many terrorist and anti-government organizations.



## **MISSILE LAUNCHER**

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A good long range weapon, the missile launcher is a temperamental weapon, prone to malfunction at close range. Despite this drawback, the powerful incendiary used in the Missile Launcher will barbeque most enemies in one shot.

## **SHOTGUN**

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With more power than the 9 mm, the sawed-off 12 gauge does a good job in tight situations. Despite the noise and the added bulk of the ammunition, the Shotgun has become the weapon of choice among many Foundation operatives.

## **MACHINE GUN**

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The M-60 is the most powerful machine gun used by the Foundation. Considered by many within the Foundation as “overkill”, the bulky but easy to use M-60 is the favorite weapon among many of the “overly enthusiastic” Foundation operatives because of it’s ability to mow down all comers. Watch the recoil, she kicks a little.

## **LIGHTENING GUN**

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Rumours about a new weapon have been circulating around Foundation Headquarters for months now. Said to be the logical “next step” after the development of the Thumper Rifle, the existence of the “Lightening Gun”, as it has come to be called, has never been confirmed.



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# MISSIONS

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Mission briefings list the mission codenames and classifications, as well as the dates, locations and objectives for each mission. In addition the communications status (level of instructions provided during the mission) and weapons issued are shown as is the time limit. Reconnaissance photographs and brief descriptions of the major objectives are also listed. Finally, a briefing summary is included outlining the recommended sequence for the completion of the objectives.

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## MISSION 01 : "HOTEL" A1P/R1I

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DATE : 15/5/99

### OBJECTIVES :

- Retire Ambassador
- Retrieve Computer

### WEAPONS ISSUED :

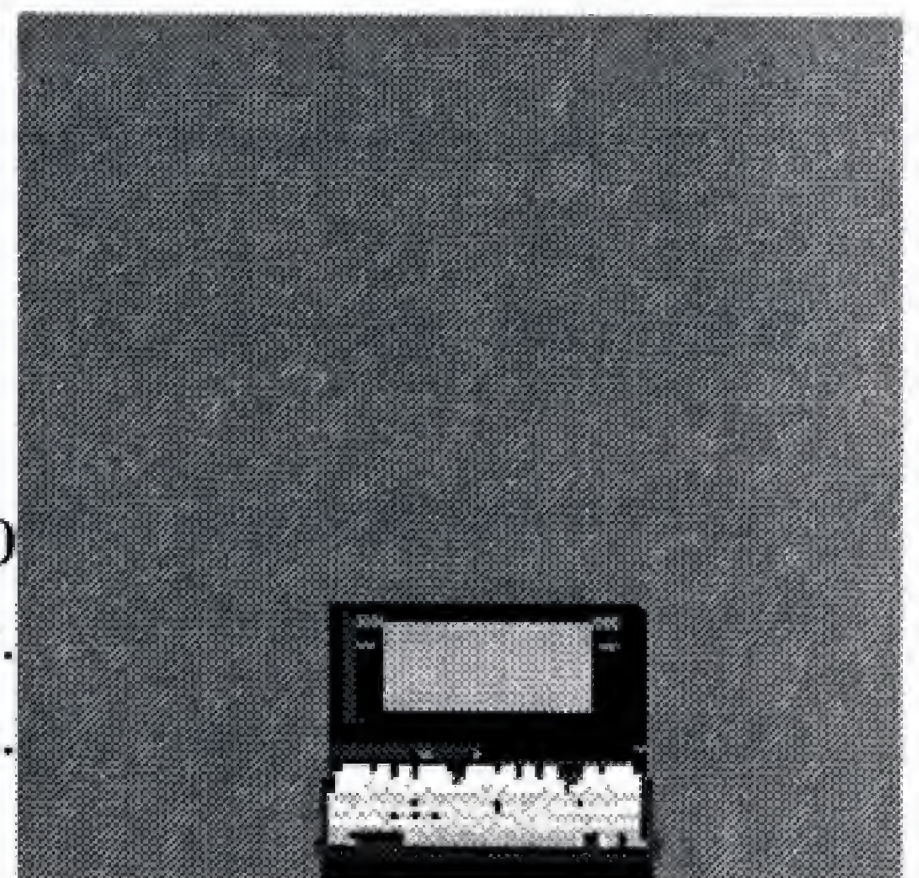
- 9 mm Handgun / Silencer
- Missile Launcher

COM STATUS : Full      TIME LIMIT : 20 Min.

BRIEFING : Proceed to Ritz Hotel, 1400 Slater St., at 22:00. Locate and retire Ambassador. Obtain Ambassador's access card to Hotel vault. Locate vault and retrieve computer. Disengage.



AMBASSADOR



COMPUTER



## **MISSION 02 : "INFILTRATION" I2E**

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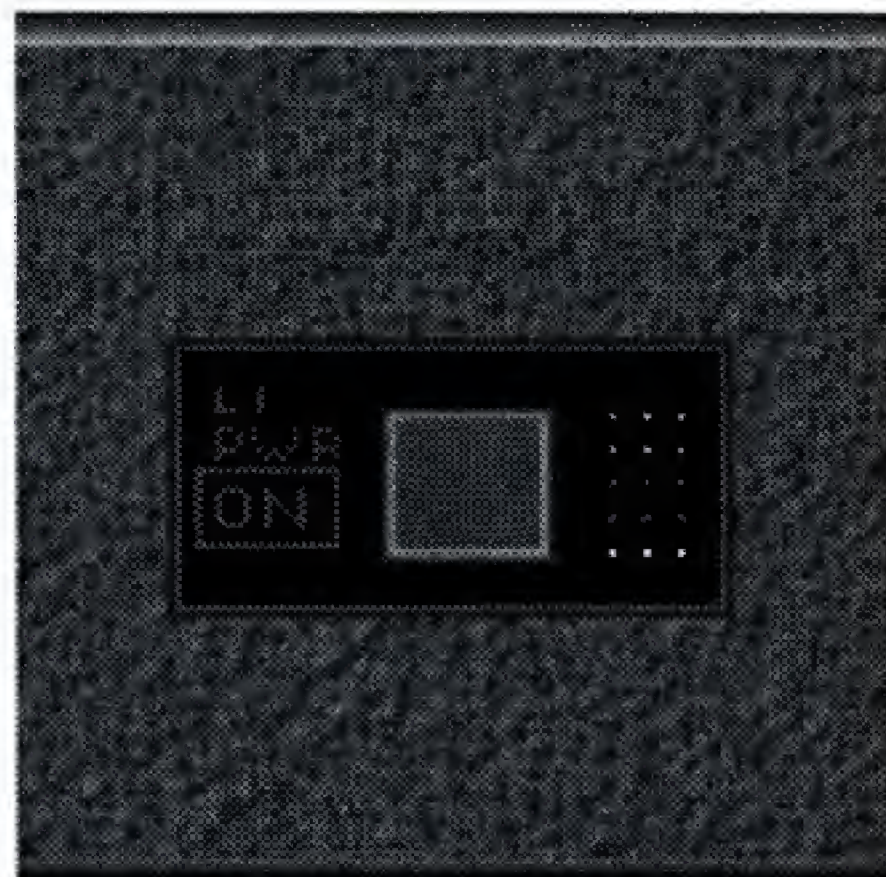
DATE : 2/7/99

### **OBJECTIVES :**

- Shutdown Power Grid A
- Shutdown Power Grid B

### **WEAPONS ISSUED :**

- 9 mm Handgun / Silencer
- 12 Gauge Shotgun
- Missile Launcher
- Thumper Rifle



GRIDS A and B are identical in appearance. Push the big button thingy.

COM STATUS : Full    TIME LIMIT: 15 Min.

BRIEFING : Enter subbasement. Take elevator to Office Level. Take new elevator to Comand and Control level. Locate and shutdown Grids A and B. Disengage.

## **MISSION 03 : "NIGHTCLUB" R4W**

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DATE : 1/9/99

### **OBJECTIVES :**

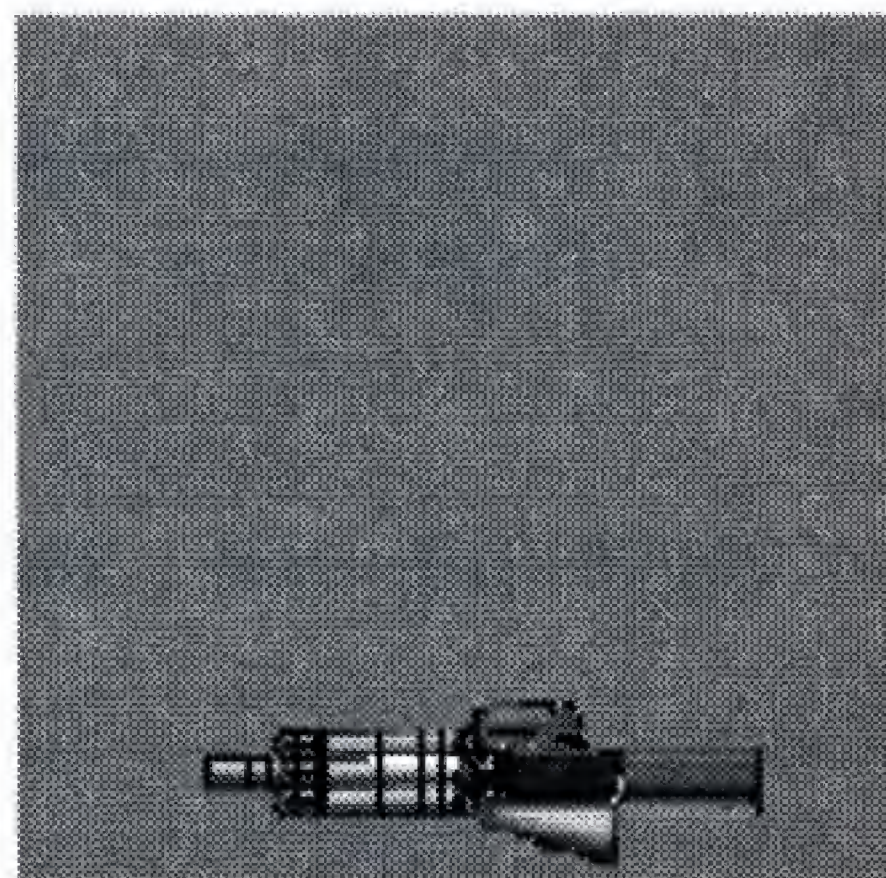
- Retreive four (4) Thumper Rifles

### **WEAPONS ISSUED :**

- 9 mm Handgun / Silencer
- 12 Gauge Shotgun

COM STATUS : Quiet    TIME LIMIT: 25 Min.

BRIEFING : Enter nightclub at 112 George St. at 22:00. Retreive four (4) Thumper Rifles. Disengage.



THUMPER RIFLE



## MISSION 04 : "WITNESS" A1C

DATE : 15/1/00

OBJECTIVE : Retire witness

WEAPONS ISSUED :

- 9 mm Handgun / Silencer
- Shotgun
- Missile Launcher

COM STATUS : Full TIME LIMIT : 20 Min

Witness (Civilian)

BRIEFING : Enter Fort Smith Military Compound at 05:30. Locate and retire witness. Disengage.



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## MISSION 05 : "U.N." I1B

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DATE : 20/2/00

CODE KEY:

OBJECTIVES :

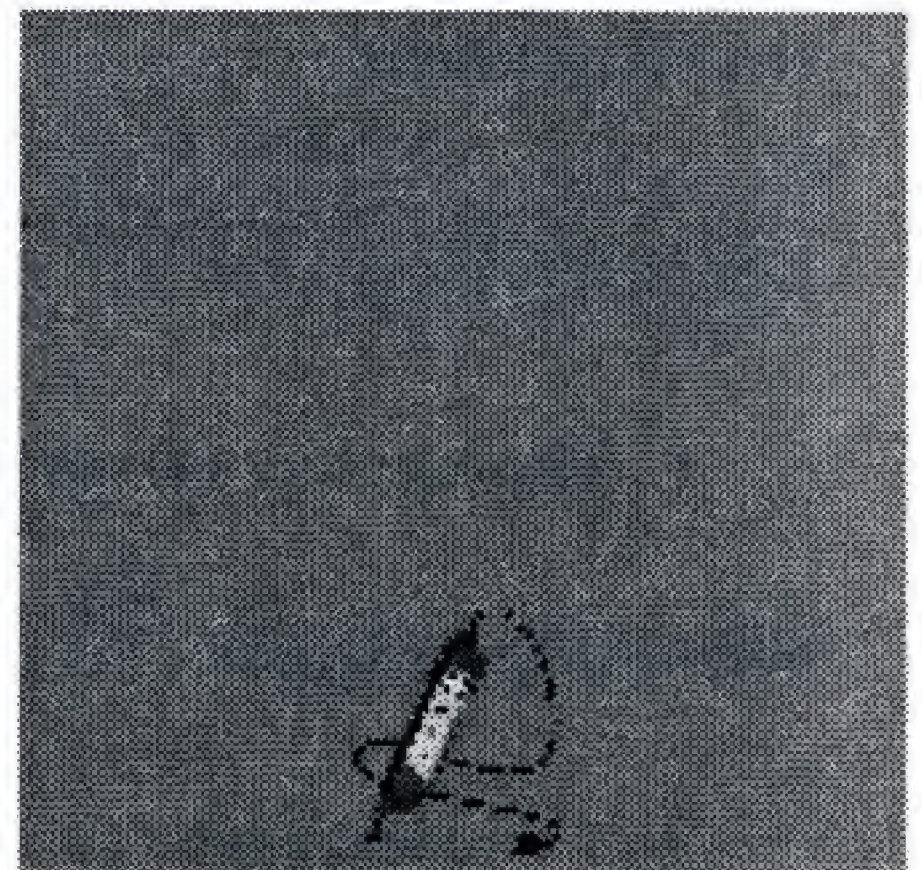
- Locate Code Key
- Disable Bomb

WEAPONS ISSUED :

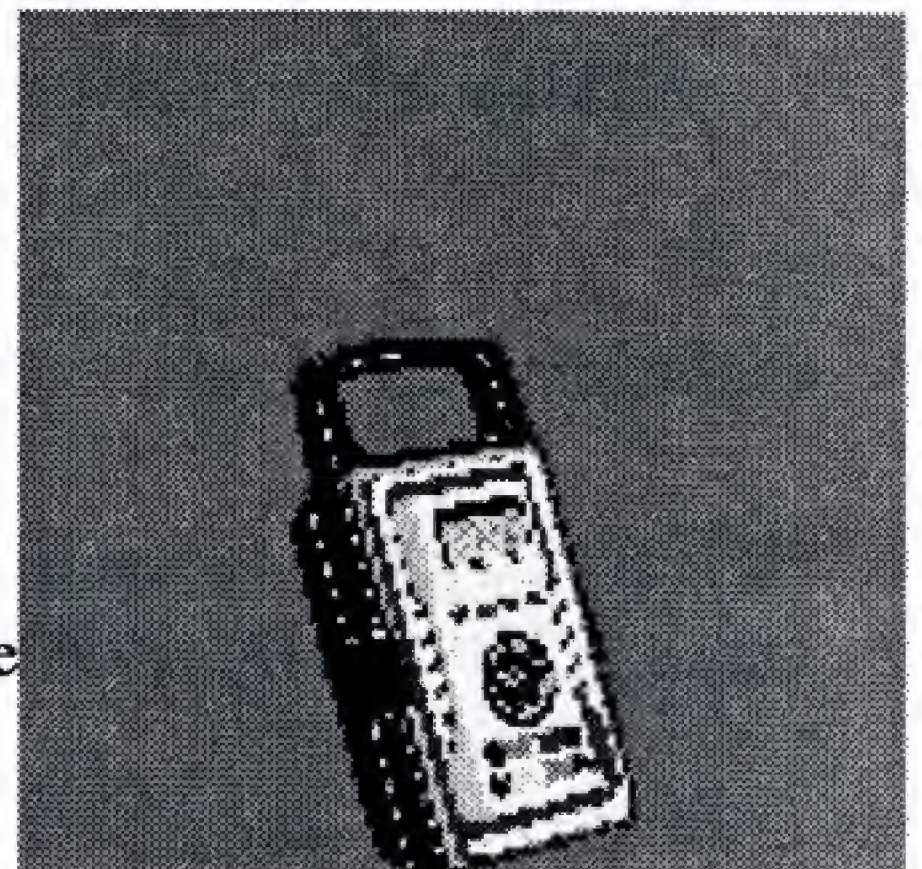
- 9 mm Handgun / Silencer
- Shotgun
- Missile Launcher
- Thumper Rifle

COM STATUS : FULL TIME LIMIT : 15 Min.

BRIEFING : Enter U.N. parking garage. Locate code key and use to disable bomb.



BOMB :





## **MISSION 06 : "JAIL BREAK" R1A**

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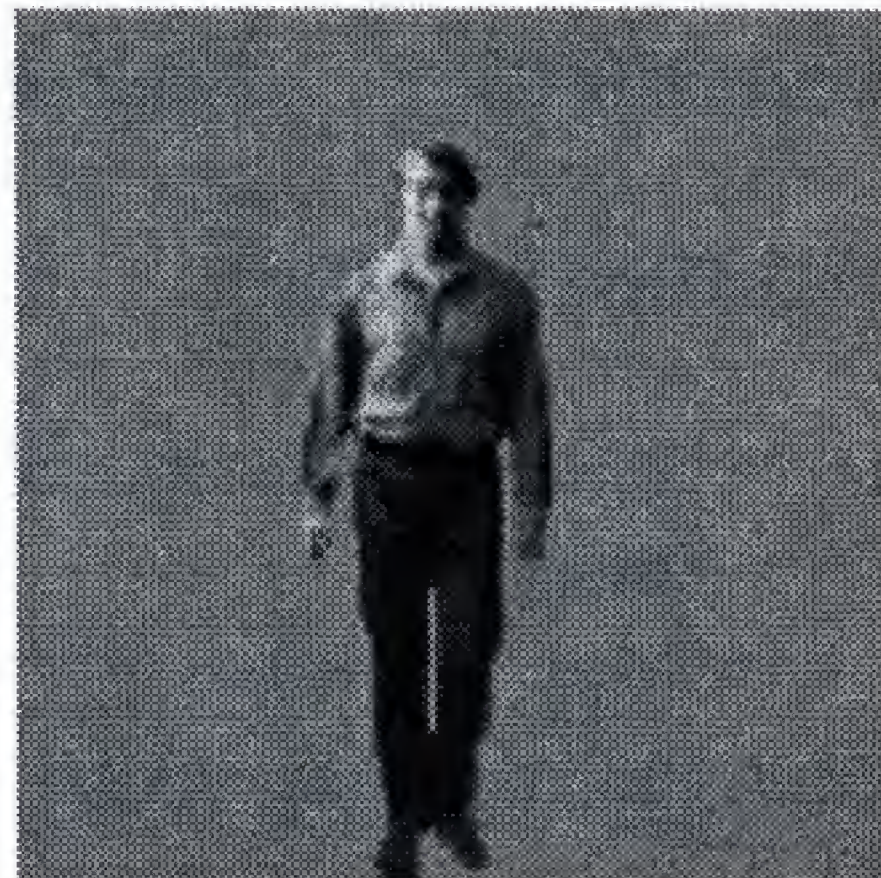
DATE : 11/3/00

### **OBJECTIVE :**

- Rescue Agent

### **WEAPONS ISSUED :**

- 9 mm Handgun / Silencer
- Thumper Rifle (fun ! fun ! fun !)



COM STATUS : Full      TIME LIMIT: 25 Min.      AGENT

BRIEFING : Thump into complex. Locate and Disengage with friendly Agent.

## **MISSION 07 : "AFTERMATH" R4I**

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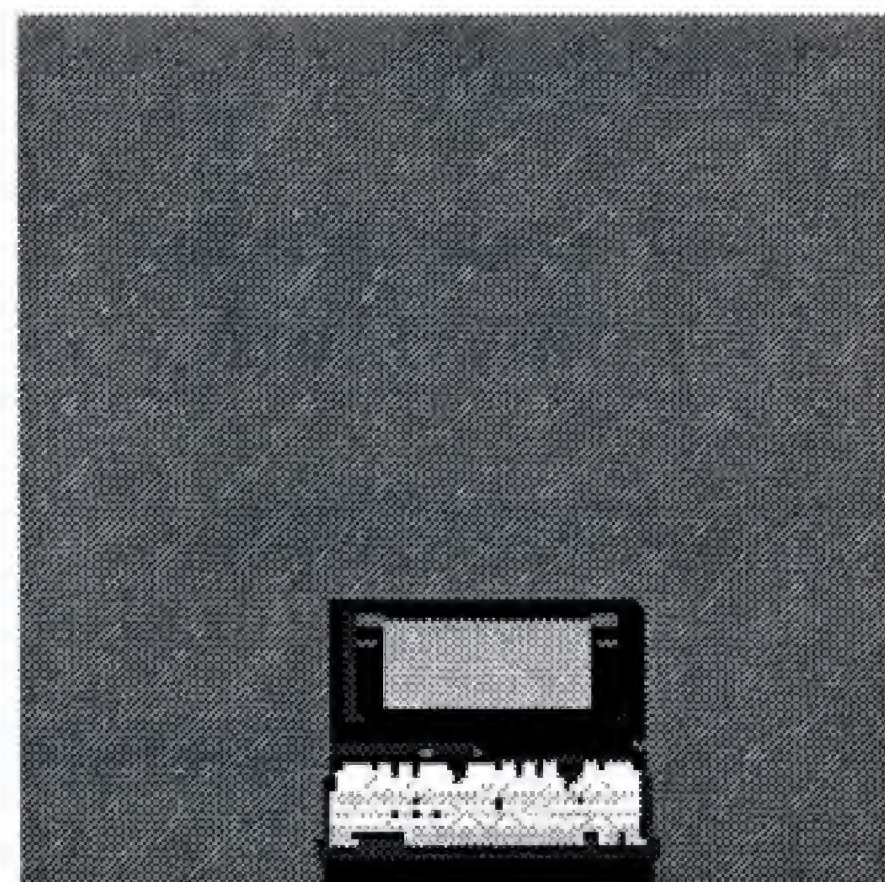
DATE : 21/8/00

### **OBJECTIVE :**

- Retrieve four (4) computers

### **WEAPONS ISSUED :**

- 9 mm Handgun / Silencer
- 12 Gauge Shotgun
- Missile Launcher



4 LAPTOP COMPUTERS

COM STATUS : Quiet      TIME LIMIT: 35 Min.

BRIEFING : Enter gased complex at 20:00. Retrieve four (4) laptop computers. Disengage. SPECIAL NOTE : Beware of automated sentry system.



## **MISSION 08 : "SAFEHOUSE" A1A**

---

DATE : 12/12/00

### **OBJECTIVE :**

- Retire Agent

### **WEAPONS ISSUED :**

- 9 mm Handgun / Silencer
- 12 Gauge Shotgun



**AGENT**

COM STATUS : Full    TIME LIMIT: 35 Min.

BRIEFING : Enter safehouse. Disable alarm System. Locate and retire Agent. Disengage. SPECIAL NOTE : Beware of alarm system.

## **MISSION 09 : "SECURITY" S1P**

---

DATE 29/12/00

### **OBJECTIVES :**

- Pick up weapon issued
- Provide unspecified security



**WEAPON ISSUED**

### **WEAPONS ISSUED :**

- Uzi Submachine gun

COM STATUS : Full    TIME LIMIT : 35 Min.

BRIEFING : Proceed to President's Country retreat at 06:00. Pick up weapon at security desk. Provide security for the President.



## MISSIONS 10 AND 11

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No briefings are provided for Levels 10 or 11. If you've come this far you'll know what you've got to do. It's all up to you now, get ready for some *MAJOR* carnage !!! (P.S. Yes, we realize that these levels aren't fair, but hey, wait 'til you start downloading levels posted to the website by other users, those guys are nuts.)

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## GIMMEE MORE !!!

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So you've completed all 11 levels of the game and are feeling justifiably pleased with yourself. New levels are available right now on the *Josephine* website. You can download them at the following address : <http://fox.nstn.ca/~mediaage>. You can play them by unzipping them into your Josephine directory and loading them with the "Load Custom Game" button in the "Load Game" dialog.

You can also mail us any new levels you create with the GBP3D *Lite* builder, included with this product. Every month registered users who author the best new levels uploaded to the *Jospehine* website win cool stuff ! These and other levels put up by MediaAge are available for to you to download and play. Prizes will be awared starting in January, 1996.

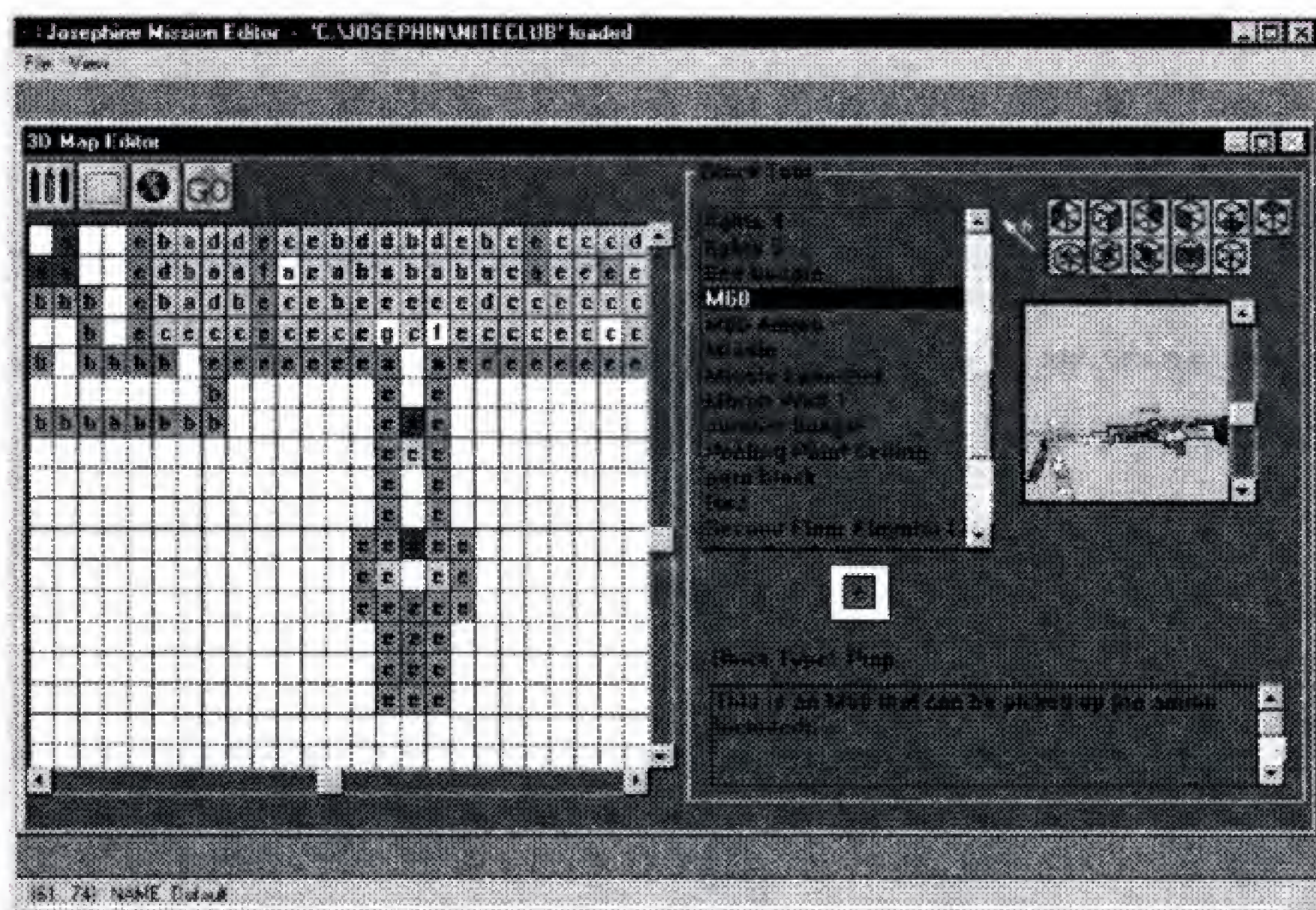
When sending us new levels please include a brief description of the levels along with your name address and e-mail address, or telephone number. This will allow us to confirm you as a registered user eligible to win prizes and let us know where to send your prizes should you win.

Please note that MediaAge will run a quick check on all levels submitted to ensure the levels are working properly.

The remainder of this manual is dedicated to the GBP3D *Lite* level editor. This easy to use program will allow you to modify existing levels of the game in just minutes, using nothing but your mouse. Enjoy !



# GBP3D *Lite* User's Guide





## **Introduction**

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GBP3D *Lite* Mission Editor™ allows you to edit any of the editable Josephine Portrait of an Assassin™ game missions. These new custom missions can be loaded into Josephine and played just like the regular missions.

You can create new missions to challenge yourself, or make them available to others via our Web Site so they can try your custom missions.

## **Editable missions**

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All game missions with the exception of 'hotel' are editable. Also, any missions created by GBP3D *Lite* are editable.

## **Before editing a mission**

---

It is highly recommended that you play the mission(s) you wish to edit before you load them into GBP3D *Lite*. Take special note of the location of the mission's elevators (if present) since you will have to locate them in the two dimensional map of the mission.

## **Installing the mission editor**

---

To install the mission editor, run the setup program from the root directory of the Josephine CD. From the install components dialog select GBP3D *Lite* Mission Editor.



**Note:** The Josephine Game must be installed before running GBP3D *Lite*.

## **Starting the mission editor**

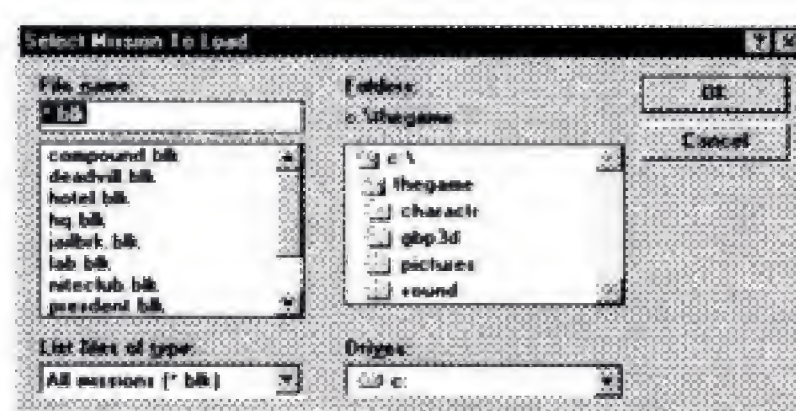
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To start the mission editor, double click the GBP3D Lite icon in the Josephine program group.

## **Loading a mission**

---

Once the application has loaded, you will be prompted for a mission to load. **Note:** The mission must reside in the Josephine game directory to be loadable by GBP3D *Lite*.



Select the mission to load and press OK (or press return). The 3D Map Editor window will open.

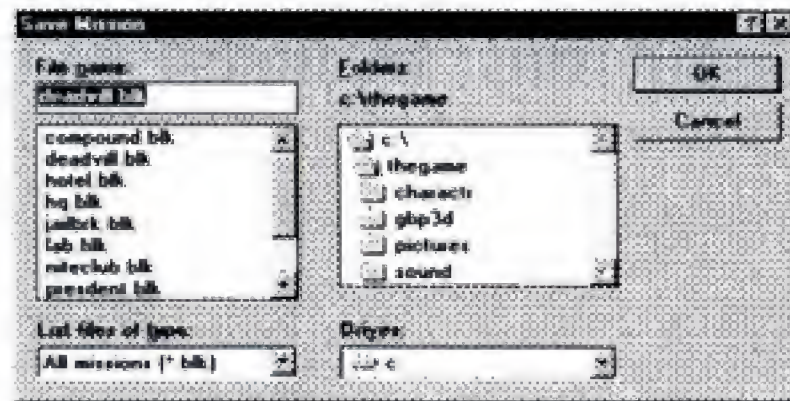
To load a different mission when a mission has already been loaded, first save the current mission (if you want to save the changes you made), and select 'Load...' from the File menu.

## **Saving a mission**

---

To save a mission, select "Save as..." under the File menu. Enter the name for the mission and press OK.





**Note:** It is recommended that edited missions be saved in the Josephine directory (the save dialog defaults to this directory); to load the mission into GBP3D Lite at a later time, the mission must reside in the Josephine game directory.

## Mission components

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The map for a mission is like a floor plan for a single level building. It consists of a two dimensional grid of 3 dimensional blocks.



## Block types

---

The following block types are used in a Josephine mission map:

*Wall blocks:* These are blocks with textures defined for each of the block's six sides. Most blocks are wall blocks and are typically used to define the interior/exterior walls of the mission's building. Unless otherwise noted in the block description, these blocks are impassable (ie. the player cannot walk through them, as in real life). See figure below.



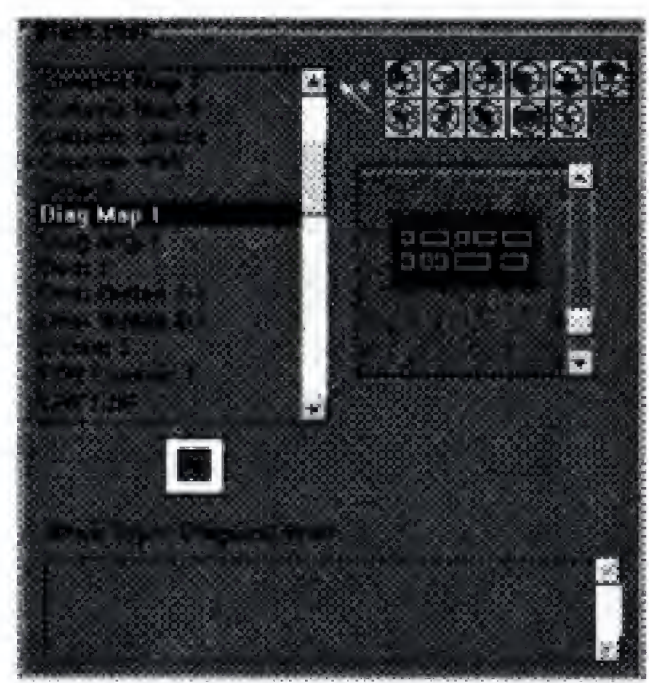
*Divider wall blocks:* These are blocks with oriented North-South or East-West textures centered inside the block. These blocks also have floor and ceiling textures. Unless otherwise noted in the block description, these blocks are impassable. See figure below.



*Diagonal wall blocks:* These are blocks with oriented NorthWest-SouthEast or SouthWest-NorthEast textures. These



blocks also have floor and ceiling textures. Unless otherwise noted in the block description, these blocks are impassable. See figure below.

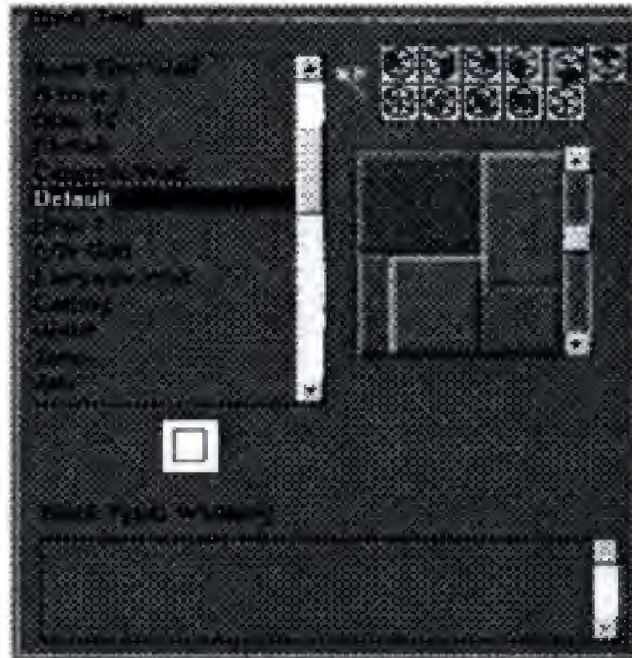


*Door blocks:* These are animated blocks, triggered by pushing or by proximity which sequence through a series of textures of a door gradually opening. Once the animation is complete, the block is passable and Josephine can procede through to the adjoining room. When Josephine steps through to the adjoining room the door automatically closes returning to its initial state. Note that an elevator door is normally opened automatically when the elevator request button is pressed (see “Elevator request button blocks”).

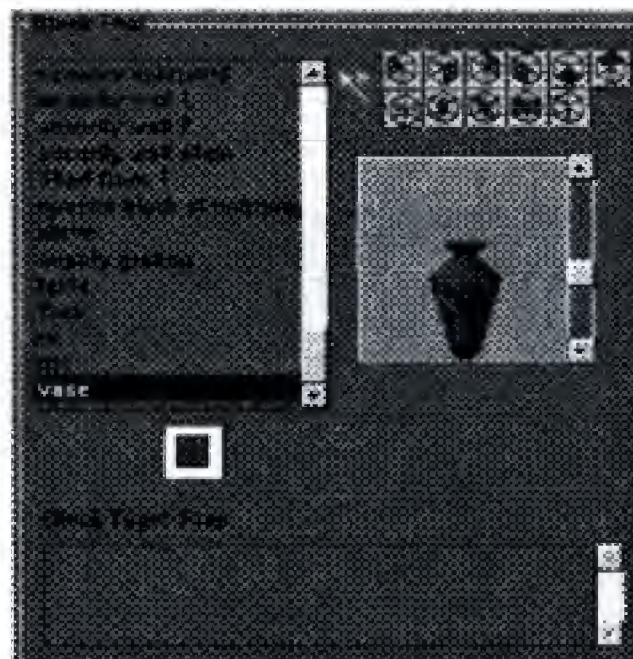




**Walkway blocks:** These are passable blocks with only floor and ceiling textures.



*Prop blocks:* These are blocks with a floor and ceiling texture, and a texture centered in the block which appears the same from any viewing angle (eg. a pillar, plant). Most cookie blocks are also prop blocks (see “Cookie blocks” under “Special block properties”).

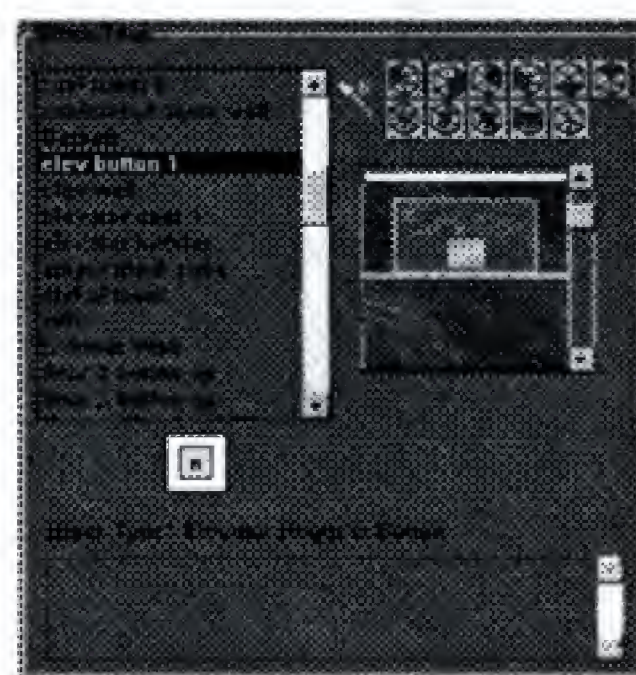




**Character blocks:** These blocks define foundation enemies or civilians which Josephine interacts with. Placing a character block in the map defines its initial position. Character blocks also have background block properties which define a floor and ceiling texture.



***Elevator request button blocks:*** These blocks are activated by pushing and trigger the opening of the elevator door. They are usually animated. Not all elevators have associated elevator request button blocks.



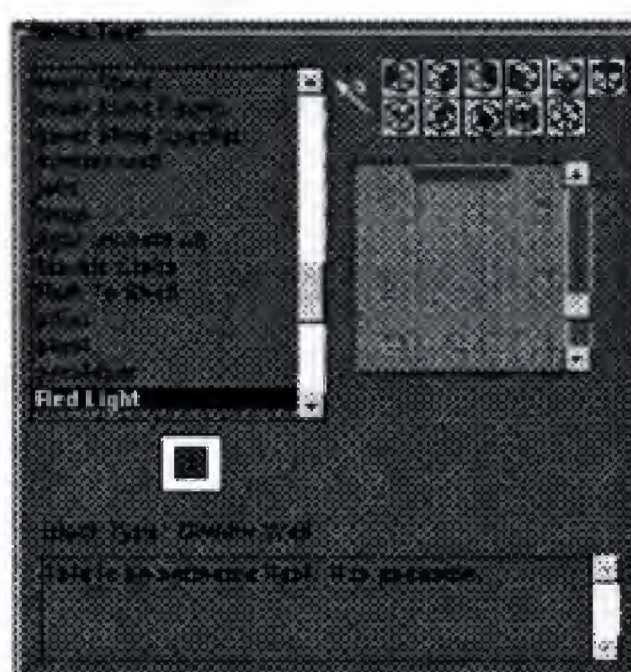
***Elevator floor button blocks:*** These blocks are normally activated by pushing (automatic on some levels) and “teleport” Josephine to another floor, which is really just another enclosed area on the map with an identical set of elevator definition blocks (see “The teleporting tool” under “Mission editing basics”). Triggering the elevator floor button also causes the button to flash and the elevator door on the new floor to open after a short delay.



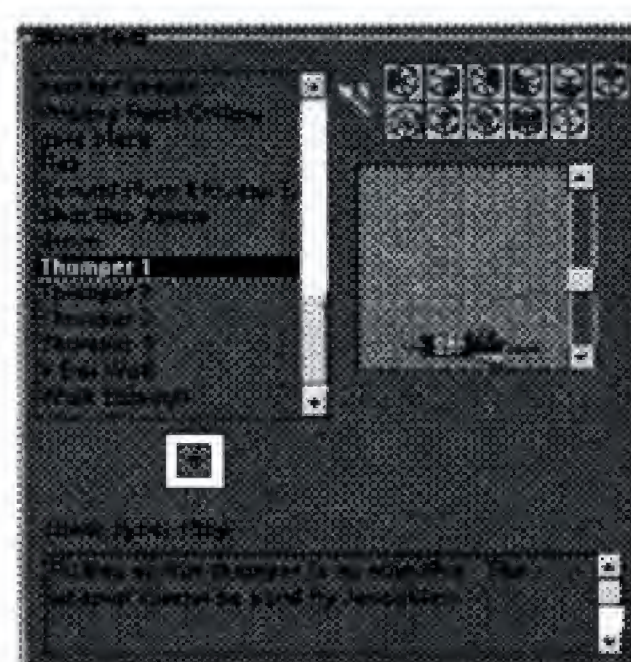
## Special block properties

The following are not block types but are properties of blocks which add further definition and behavior:

*Animated blocks:* Animated blocks are blocks whose textures and/or properties automatically and constantly change (eg. disco effect block in the Niteclub level) or change only when a certain event happens (eg. pushing a door). The description of a block indicates if the block is animated.

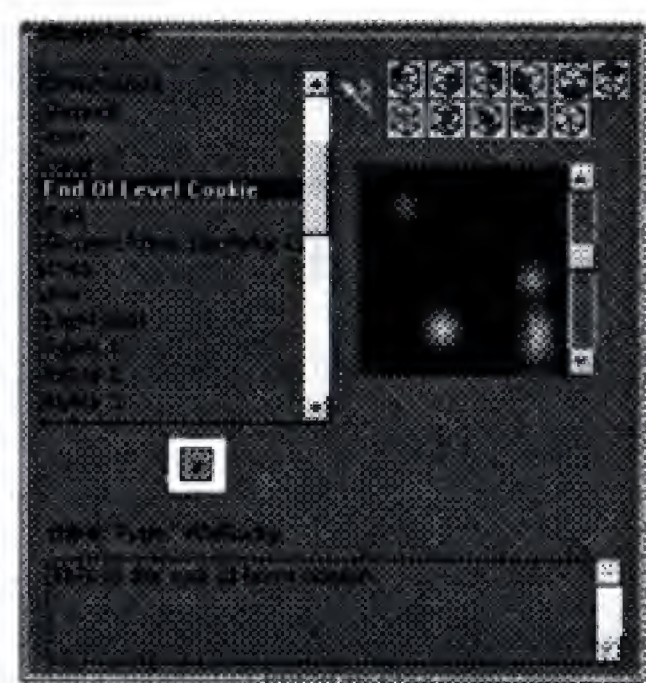


*Mission objective blocks:* When Josephine steps onto one of these blocks a mission objective is completed. Some mission objectives are associated with an action other than picking something up (eg. shooting a witness in a safe-house).





*End of level blocks:* When Josephine steps on one of these blocks the mission is terminated.



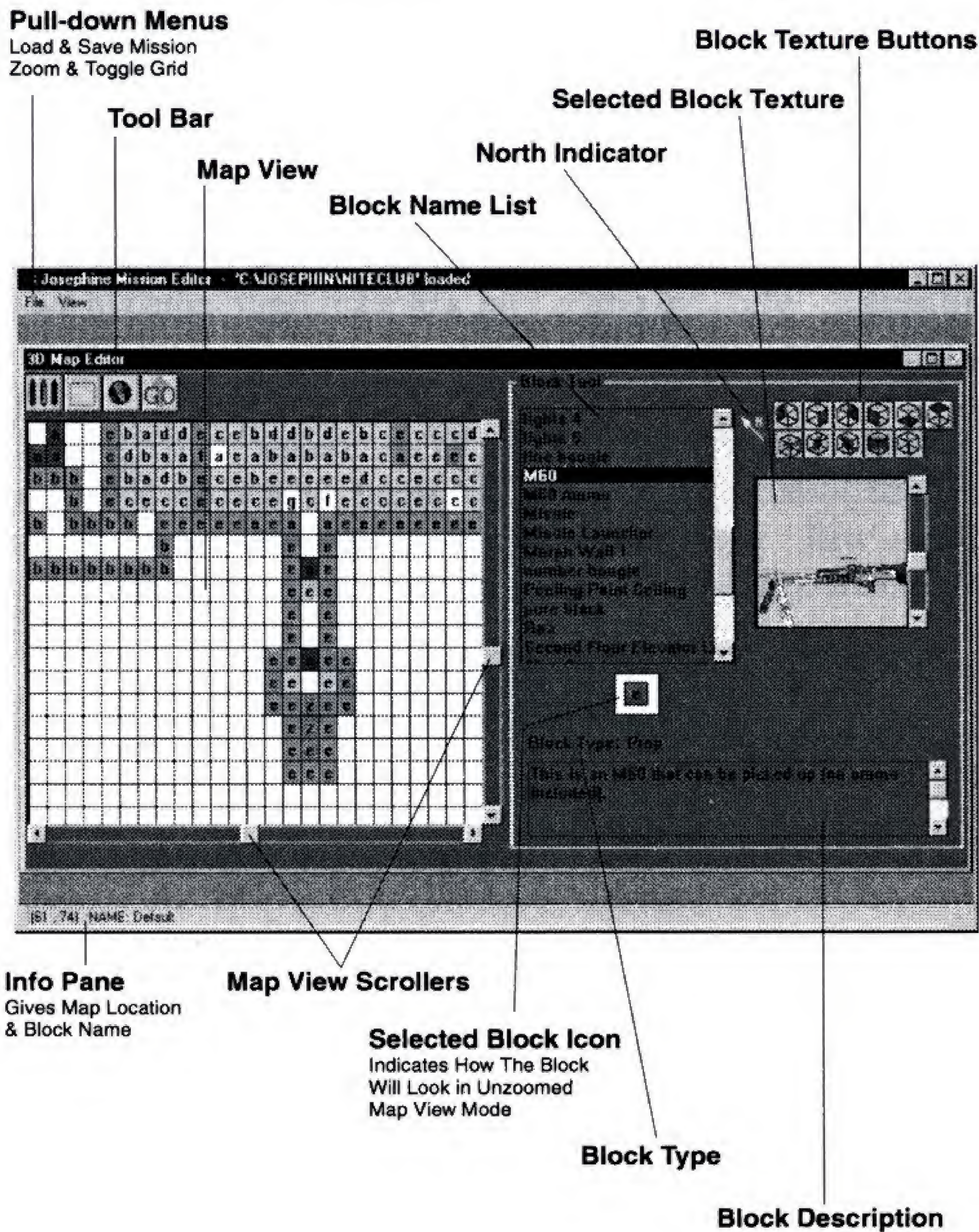
*Cookie blocks:* Cookie blocks are usually prop blocks with a prop which can be picked up by Josephine. Cookie blocks can define a gun, ammunition for a particular gun or health points. Note that some mission objective blocks may appear to be cookies but are not.





# Mission editing basics

The following figure provides an overview of the functionality available in the mission editor.





## Map View

The map view area of the 3D Map Editor is a scrollable window on the mission's map. The mission map's extent is 128 blocks by 128 blocks, numbered (0 , 0) to (127 , 127). A typical mission will use less than 50% of the available area available on the map. North is up.

When the grid is coarse (that is, a small portion of the map is visible), a block is represented by a colored square with a character centered in the square. When the grid is fine, a block is represented in the view area as a colored square only.

To identify a particular block and its coordinate on the map, move the mouse pointer to point to it. The status pane at the bottom of the window will show the block's coordinate and its name (corresponding to an entry in the block definition list pane).



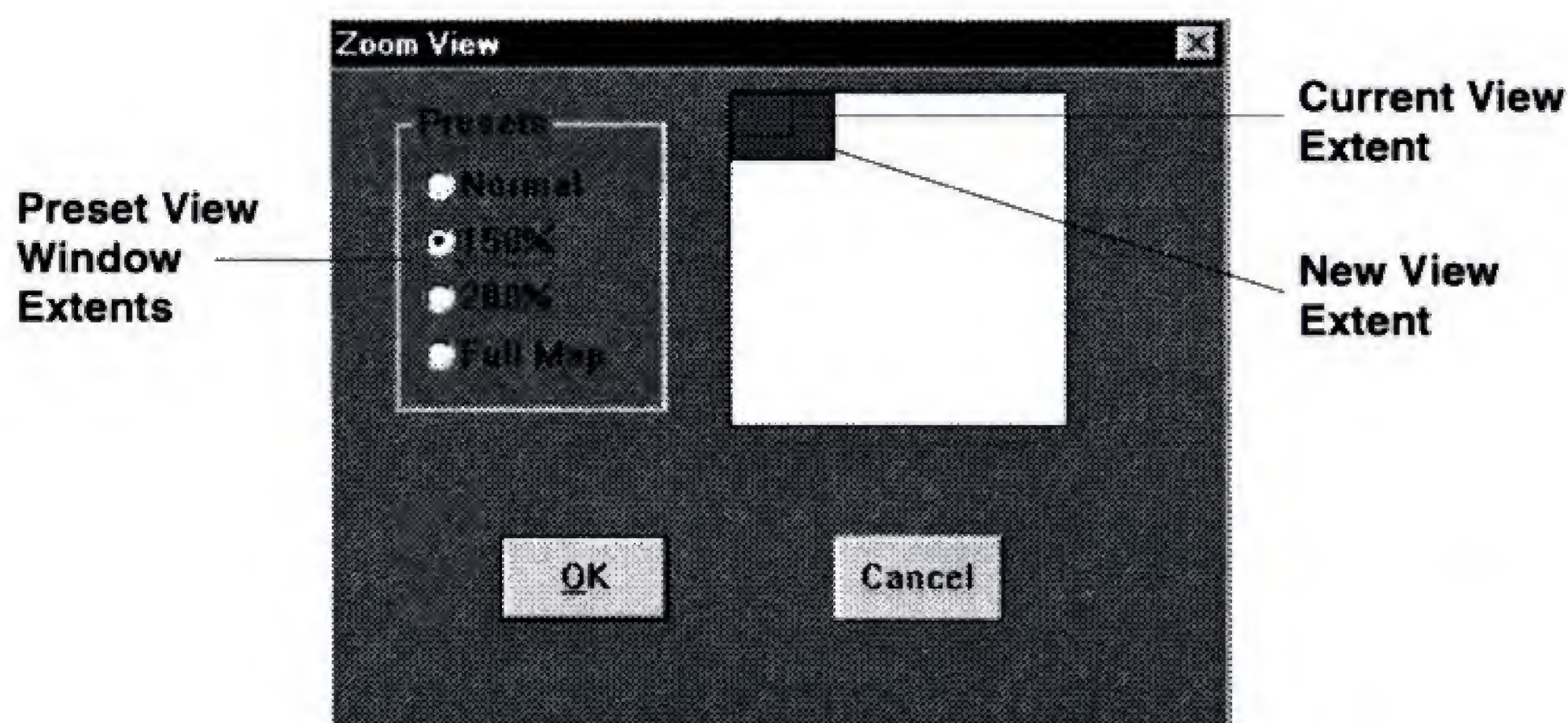
(8 , 17) NAME: Default



## Zooming the map view

To see more or less of the map at a time, select 'Zoom...' under the 'View' menu.

The zoom dialog will open.



In the view window definition panel, a blue rectangle outlines the current view window extent relative to the entire map. To select a different view window extent move the mouse until the desired rectangle is displayed in black and click the left mouse button. The new view window rectangle will be drawn in red.

You can also use one of the 4 preset view window extents (Normal, 150%, 200%, and Full Map) to set the new view window extent.

Once you have selected the new view window extent, select OK, or select Cancel to cancel the operation.



## Toggling the grid

It is generally recommended to have the grid active when editing a mission.

A checkmark beside the 'Grid' menu item under the 'View' menu indicates that the grid is currently on.

To turn the grid off or back on again, select 'Grid' under the 'View' menu.

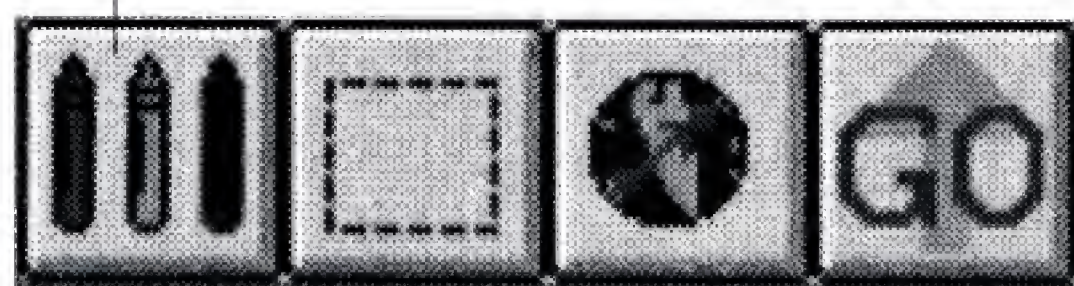
## Mission editing tools

There are four tools (see figure xx): the drawing tool, the selecting tool, the teleporting tool and the set start position tool. The tools used most often are the drawing tool and the selecting tool.

### The drawing tool

The drawing tool is used to edit the map for a mission by drawing blocks at coordinates on the map.

Drawing Tool

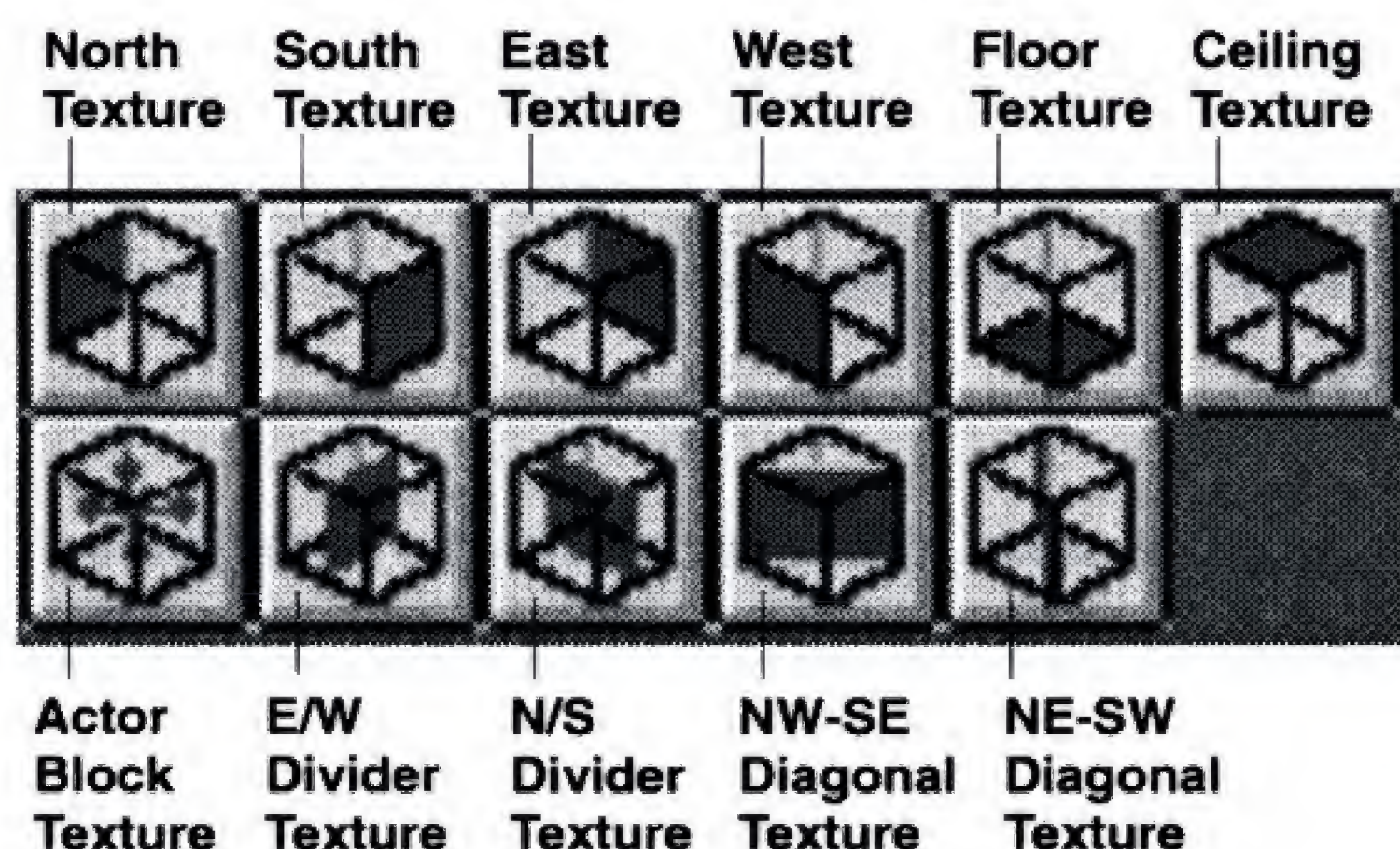


The “nib” of the drawing tool is defined by the currently selected block type in the block tool list pane. To select the nib for the drawing tool, select its name from the block tool list pane. When you select



a block from the block tool list pane, the following information will be displayed for the block:

- The nib of the drawing tool will be displayed (a colored square enclosing a centered character).
- The type of the block will be displayed. See block types above for a description of the various block types.
- A description of the block will be shown which highlights any special properties the block may have.
- The textures for the block's sides can be viewed using the block viewing buttons.



To view the texture for a particular side of the currently selected block, click on the corresponding button. Note that which block side buttons are selectable depends on the type of block (see Block Types section).

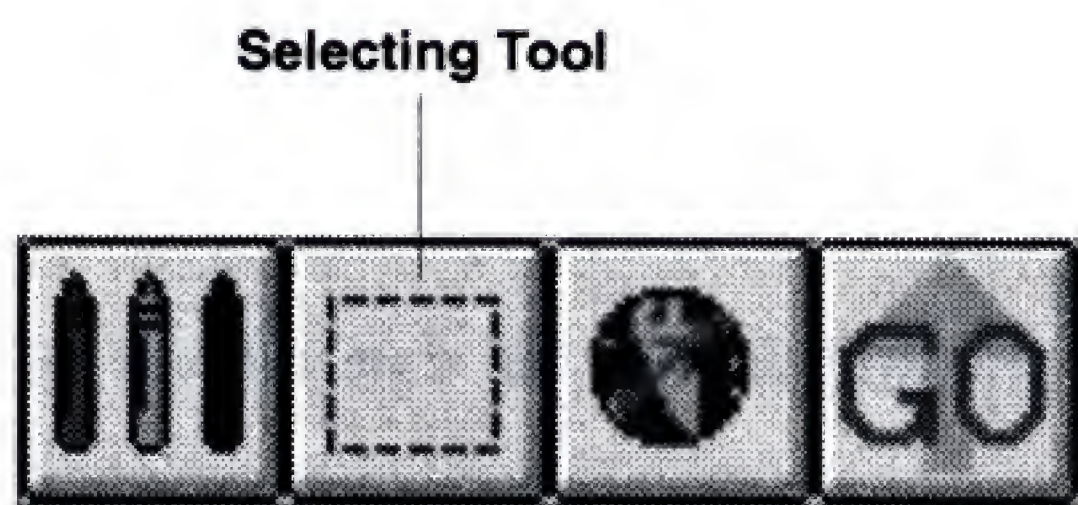
Shortcut: To select a block type which is already displayed in the map view area, simply point to it and press the right mouse button.

Once a nib has been selected, you can draw an instance of that block type by placing the mouse pointer at the desired coordinate and pressing the left mouse button. To continuously draw, simply drag the mouse while pressing the left mouse button.



## The selecting tool

The selecting tool is used to select an area of the map view for the purpose of clearing (cutting), moving (cutting & pasting) or replicating (copying and pasting) the blocks defining that area of the map.



To select the area of the map view to be cut or copied, place the mouse pointer at the top-left corner of the area, press the left mouse button and drag the mouse to the bottom-left corner of the area. Release the mouse button.

To cut the currently selected area, click the right mouse button and select 'cut' from the pop-up menu. The map view will be redrawn.

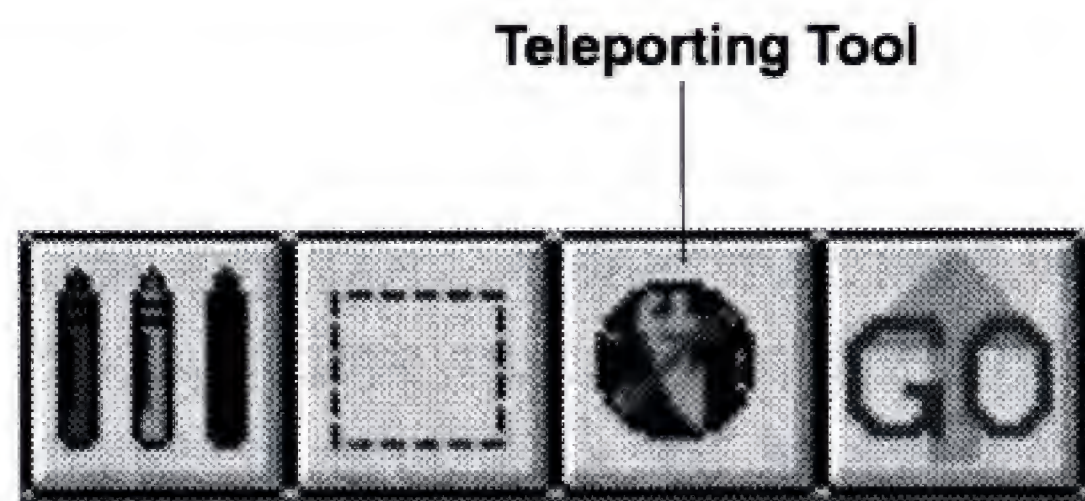
To copy the currently selected area, click the right mouse button and select 'copy' from the pop-up menu.

To paste the blocks currently cut or copied into the paste buffer, scroll until the desired portion of the map is visible, click the right mouse button and select 'paste' from the pop-up menu. The map view will be redrawn.



## The teleporting tool

The teleporting tool is primarily used to define elevator buttons.



An elevator consists of a number of special blocks:

- **An elevator request button block**, which normally opens the elevator door.
- **The elevator door block.**
- Inside the elevator, **elevator floor buttons.**

When an elevator floor button is pressed (ie. player presses the space bar), the player is “teleported” to another point on the map. To maintain realism, the destination block is surrounded by identical blocks to those surrounding the source block, so to the player it appears as if they are in the same elevator. For this reason, blocks defining the elevator should be moved together (ie. cut and paste using the selecting tool).

Note that some elevators have 2 floor buttons, whereas others may have only 1. For elevators with a single floor button, the source and destination blocks are different block types which allows them to teleport the player to different locations (so the player can move back and forth).

If you need to reposition the elevators on the map, you should do so using the selecting tool to cut and paste the elevator blocks, and you



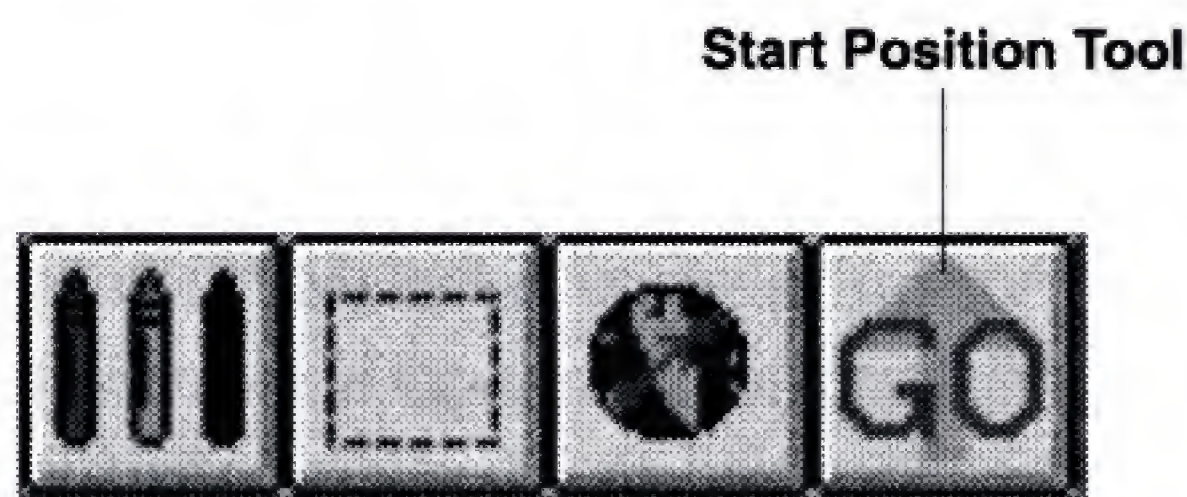
will have to update the destination associated with each elevator button.

To find out the current destination for an elevator button, select the teleporting tool, then select the elevator button block by left clicking it on the map, click the right mouse button, and select “Query link”.

To define the destination for an elevator button, select the teleporting tool, and select the elevator button block by left clicking it on the map. Click the right mouse button and select ‘Link to’ from the pop-up menu. Left click at the destination block (you can scroll to the destination block if necessary).

## The Set Start Position Tool

The set start position tool is used to set the start position for the player.



To query the start position, select the set start position tool, right click in the map view area and select ‘Query Start Position’.

To set the start position, select the set start position tool, left click the block on the map at the desired start coordinate, click the right mouse button and select ‘Set Start Position’.



### **Very important tips**

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- \* Make sure to set the start position for Josephine using the set start position tool.**
- \* Ensure the playable area is completely enclosed by non transparent impassable wall blocks. Failure to do so can lead to game freezes and the like when playing the mission.**
- \* Be careful when placing divider blocks. Always make sure that a North-South divider can only be viewed from the East or West, and that an East-West divider can only be viewed from the North or South. In general, divider blocks should NOT be placed such that the player could view them side on.**



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# Trouble Shooting Q&A

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**Q. Game does not even start up or crashes on startup.**

**A. Did you install the required drivers?**

WinG and Indeo if you are using Window 3.1

WinG and Directx if you are using Windows95

To reinstall these drivers fire up the Josephine setup program again and select the drivers you want to install.

**Q. Game running slowly**

**A. There are several things you can try to get the game running more smoothly on your machine**

1. Try using different degrees of movement smoothness. This can be set by toggling the F6 key or by selecting the desired mode in the game's Controls Dialog.
2. Turn the map off when you don't need it or make it transparent.
3. Turn the floor or ceiling textures off by toggling the F1 key.

**Q. Don't here any music during game play**

**A. Is your CD-ROM drive connected directly to your sound card**

The music for Josephine is played directly off the CD. If there is no internal connection you may have to run a connection externally from your CD-ROM's headphone jack to your sound card.

**Q. Game freezes or crashes frequently during game play**

**A. We have noticed that Directx does not get along well with some sound card drivers. If you are not using a SoundBlaster driver this could be the problem. Here's something to try:**

1. Go into Control Panel from the start menu
2. Select multimedia
3. Go to the Audio tab and set the preferred device to SoundBlaster

**Check out the MediaAge Web site for Updates to this list!**



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# *Credits*

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*Peter O'Blenis - Project Manager, Game Programming, Art Work, Filming, Editing, Pizza Pickup CD case design and Level Design*

*Terry Cummins - Game Builder Programming, Level Design, Manuals*

*Steve Shaw - Game Programming, Art Work, Pub Selection, Box Design*

*Daniel O'Blenis - Music Coordinator, Production and Business Coordinator, Climbing Coordinator, Manuals, Support*

*Anatol Piotrowski - Game Programming, Builder Programming*

## *Video Clips*

*Karen Eck - Josephine*

*Mike - Mike Brennen*

*The Big Boss Dude - Daniel O'Blenis*

*Julian - Julian Mindel (Ok, so we weren't that creative..)*

## **Other Thanks**

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# SOUNDTRACK

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Like them tunes ? MediaAge would like to thank the following artists for their valued contribution to the music in Joesphine.

**ANTHRAX    MICHAEL B.    RADIKAL STUDIO    FEED**  
**GUY BELANGER    NEFARIOUS    ZYKOTIK K9    ANUBIS**  
**BRENDAN J. ALBERT    PAUL JONES    MINDEL**

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“In My World” written by Joe Belladona, Frank Bello, Charles Benante, Scott Ian, Dan Spitz courtesy of NFP Music (administered by Zomba Enterprises Inc.) (ASCAP)

“Time” written by Joe Belladona, Frank Bello, Charles Benante, Scott Ian, Dan Spitz courtesy of NFP Music (administered by Zomba Enterprises Inc.) (ASCAP)

“Funky Love Thang” by Michael B. courtesy of Dance Plant Records Incorporated, Purple Hive Entertainment, Cussy Music Production. Management contact : Michel Benac Sr. Tel: (613) 749-4392.



“Hit the Ground” written by Radikal Studio, courtesy of Radikal Studio. Contact Erick : Tel.: (819) 770-4991. (p.s. Nice BIKE !)

“Speed Thang” written by Mauricio Pugliese and Daniel Proulx, courtesy of Zykotik K9 and Entity Productions. Contact Moe : Tel.: (613) 829-2684.

“The Advancement of Primitive Surgery” written by Nefarious, courtesy of Nefarious. This song registered under SOCAN laws of Canada. Info. 1993 Jasmine Cr., #205, Gloucester, ONT., Canada K1J 7Z6.

“F\*\*KN’A” written by Daniel Proulx and Mauricio Pugliese, courtesy of Anubis and Entity Productions. Contact Moe : Tel.: (613) 829-2684.

“P-Fun” by FEED, Stacey Jennings (Vocals/Bass), Joe Moniz (Guitar), David Martindale (Guitar), Keith Brady (Drums). Contact Tel.: (613) 234-9035. Engineered by Marty Jones at Sound of One Hand Studio.

“Churning” and “110%” by Brendan J. Albert, courtesy of Brendan J. Albert. (by far the tallest artist on the soundtrack)

“Revenge/The Funeral” by Guy Belanger, courtesy of ICEBREAKER Productions Music Publishing. C & P 1995. Contact Jeff Liberty : Tel.: (819) 682-5989.

“Beretta” by Paul Jones courtesy of Paul Jones.

“Synergy” and “Psychosis” by Mindel, courtesy of Marcellus “Magic-Man” Mindel.

If you’d like to know more about these artists, but aren’t able to reach them directly please contact MediaAge at (613) 727-5788.

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## **MediaAge Software Corporation**

14 Aurora Crescent / Nepean, Ontario, Canada / K2G 0Z7  
Phone : (613) 727 - 5788 / 1- 800 - 711 - 1161

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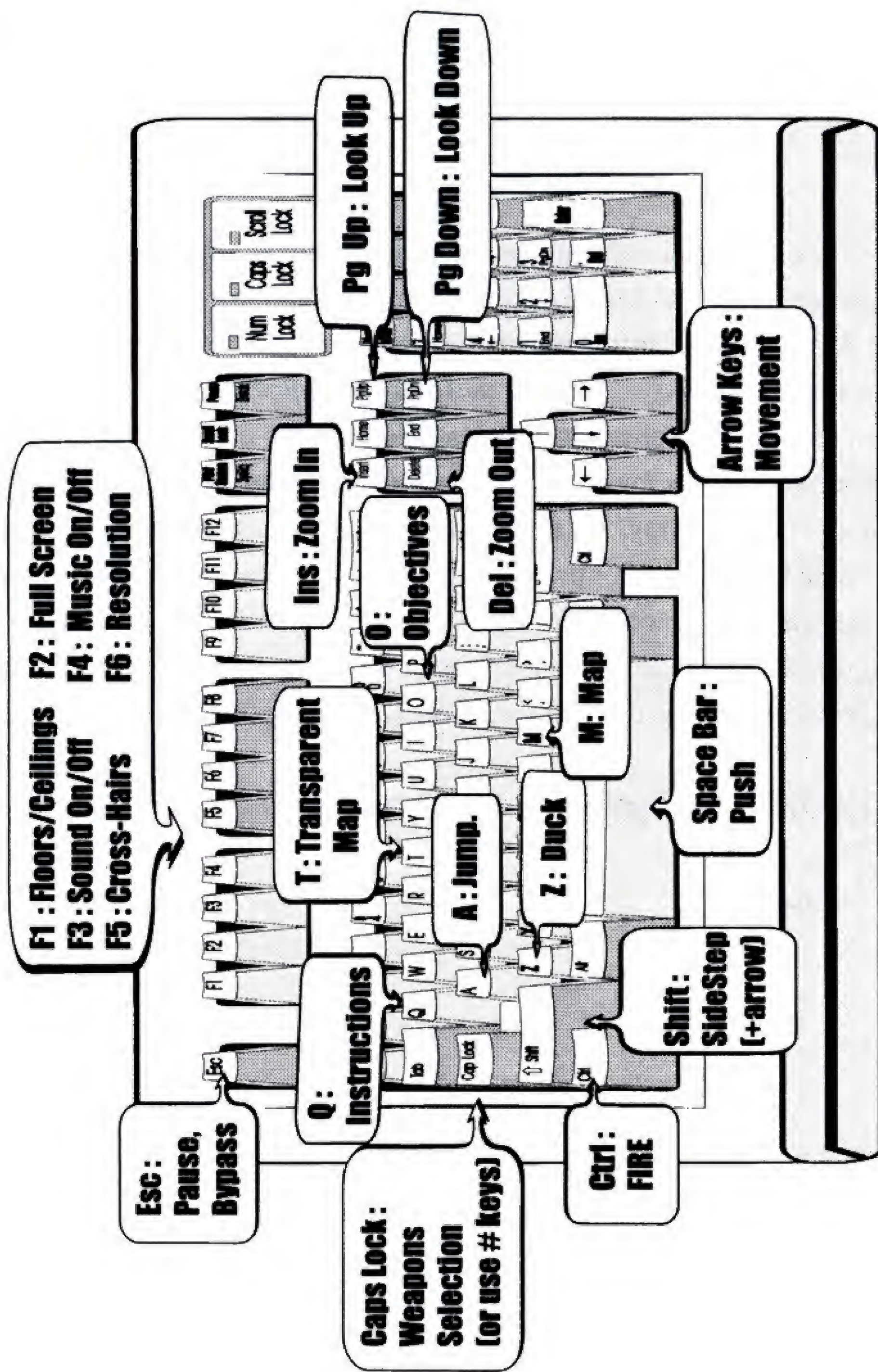
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